

# 15mm DBA v3.0 MOAB 2022



After an hiatus of 2 years the **Mother Of All Battles** (MOAB) is returning and will be held over the NSW Labour Day weekend (1<sup>st</sup> – 3<sup>rd</sup> October 2022). DBA is played on the Saturday and Sunday. You can play either or both days. Most players play both days. Each day starts at 9:00am with a briefing, and play starts shortly afterwards. **At this stage, there will be a limit of 20 players per day.** However, this number could be reduced due to COVID conditions in place at the time.

MOAB is held in the main building of the Sylvania Heights Community & Youth Club, in the Sylvania Heights reserve off Box Road, Sylvania Heights (southern Sydney). Motel accommodation is available nearby.

## DBA on Saturday: Battle of the (War)Bands

### Playing Conditions

Each player is to field a 12 element army that must contain a minimum of 4 Wb and may have up to 2 Kn or 2 El. For example,

II/65a Gothic Army at Adrianople 378AD only: **1x4Wb (Gen), 2x3Kn, 1xLH, 7x4Wb, 1xPs.**

IV/37a Malay or Sumatran Army 1222AD-1511AD: **1xEl (Gen), 1xEl, 6x4Wb, 2x (3Bw or Ps), 1xPs, 1x (4Wb or LH or Art).**

Allies and dismounting are not permitted.

**Please Note: For those contemplating playing in this competition, but do not have an eligible army, there will be a limited number of armies available for loan.**

**Rules: DBA v3.0 (including any official amendments released by the author).**

### Rule Variations

Scoring will be:

- Winners receive 8 points for a win.
- Losers receive:
  - 1 point for finishing the game,
  - + 1 point for each enemy element killed (up to a maximum of 3 points),
  - + a bonus point for killing their opponent's General
  - + a bonus point for capturing their opponent's camp.

Maximum score for a lost game is 6.

- Drawn games are scored:
  - 1 point for each enemy element killed (up to a maximum of 3 points)
  - + a bonus point for killing an opponent's General

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- + a bonus point for capturing an opponent's camp.  
Maximum score for a drawn game is 5.

**Camps must have camp followers (CF), or be garrisoned by one of your army's 12 elements. If either of these conditions is not met the camp is considered undefended.**

Figures are to be based for 15mm scale (i.e. 40mm frontage). Games will be played on 70cm<sup>2</sup> boards.

Game duration is 1 hour with the next round commencing at most, 15 minutes after the scheduled finish of the previous round.

Players are encouraged to provide their own terrain, though there may be a small pool of terrain pieces.

**Army lists, detailing the list number, the 12 elements being used, and the army's date are to be sent to me by Friday 23<sup>rd</sup> September 2022 at the email address below.**

## DBA on Sunday: That Embattled Isle



*That Embattled Isle* is a series of 10 historical battle scenarios ranging from 60AD, Watling Street fought between the Ancient British and the early Imperial Romans, through to 1513AD, the battle of Flodden which was fought between the Scots and the Tudor English.

All armies for these 10 scenarios will be supplied, as will the terrain for each of the 70cm<sup>2</sup> boards. Prior to the commencement of each of the 6 rounds the armies will be historically deployed on pre-set terrain.

As there are 10 scenarios to be fought over, participation is limited to a maximum of 20 players.

Scoring will be the same as used for *Battle of the (War)Bands*.

For a list of eligible armies for *Battle of the (War)Bands*, full details of the scenarios for *That Embattled Isle*, including armies, can be obtained by emailing me (Greg Kelleher) at [dba.moab@gmail.com](mailto:dba.moab@gmail.com)